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MISSION:
MYSTERY MACHINE!
WGA #2136419

PREMISE

[redacted] top secret [redacted] clearance [redacted] admitted [redacted] When a trap at a top secret research facility goes awry, Fred is knocked unconscious... and when he wakes up, discovers his beloved Mystery Machine was transformed by an experimental new technology into a living being, named Ryma, in the chaos! Desperate to return his cherished van back to normal, Fred sets off to find the scientist behind the device, hoping they can reverse the effects. Unfortunately, in order to keep Ryma in his possession, Fred reluctantly agrees to help S.C.A.R.E. (the Super Covert Administration for Research & Engineering) solve mysteries plaguing their organization.

While most of the gang stays behind to focus on their usual mysteries, Daphne goes along for the ride. Claiming she's there to report for her new podcast, Daphne's true motive is to persuade Fred not to return Ryma, her new best friend, back to normal. [redacted] classified [redacted] data [redacted] people [redacted] matter [redacted]

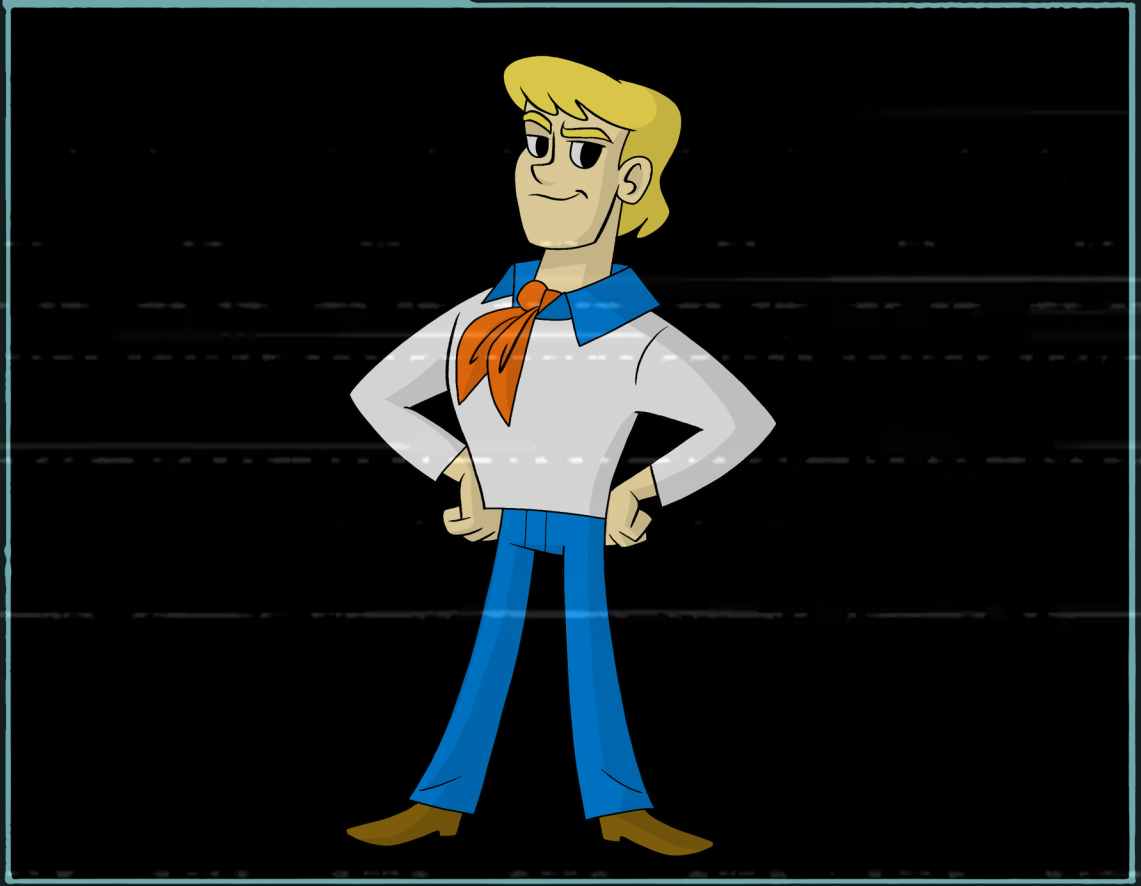
REALITY

[redacted] trouble [redacted] [redacted] government [redacted] intel [redacted] Though Fred thinks he's off solving mysteries with Daphne and a talking van for a top secret government organization, in reality, he's completely confined to a hospital bed. With a trap having actually gone awry and Fred actually having been knocked unconscious, in the real world, he's bandaged up and in a coma. Of course, the gang's always by his side, trying to make the best of the situation by doing what they can to both make him comfortable and wake him up.

Despite only appearing as a small part of each episode's story, the gang's shenanigans in Fred's hospital room have a big impact on what's happening in his mind. As Fred's brain picks up on his surroundings, everything from a conversation to the breeze from a window can find itself translated into the imaginary adventures Fred believes he's experiencing. [redacted] important [redacted] asparagus [redacted] bubblegum. [redacted]

FILE #WLKR069

CHARACTER DESIGN BY JOANNA DAVIDOVICH



Name:
FRED JONES
Species:
HUMAN
Occupation:
TEEN MYSTERY SOLVER

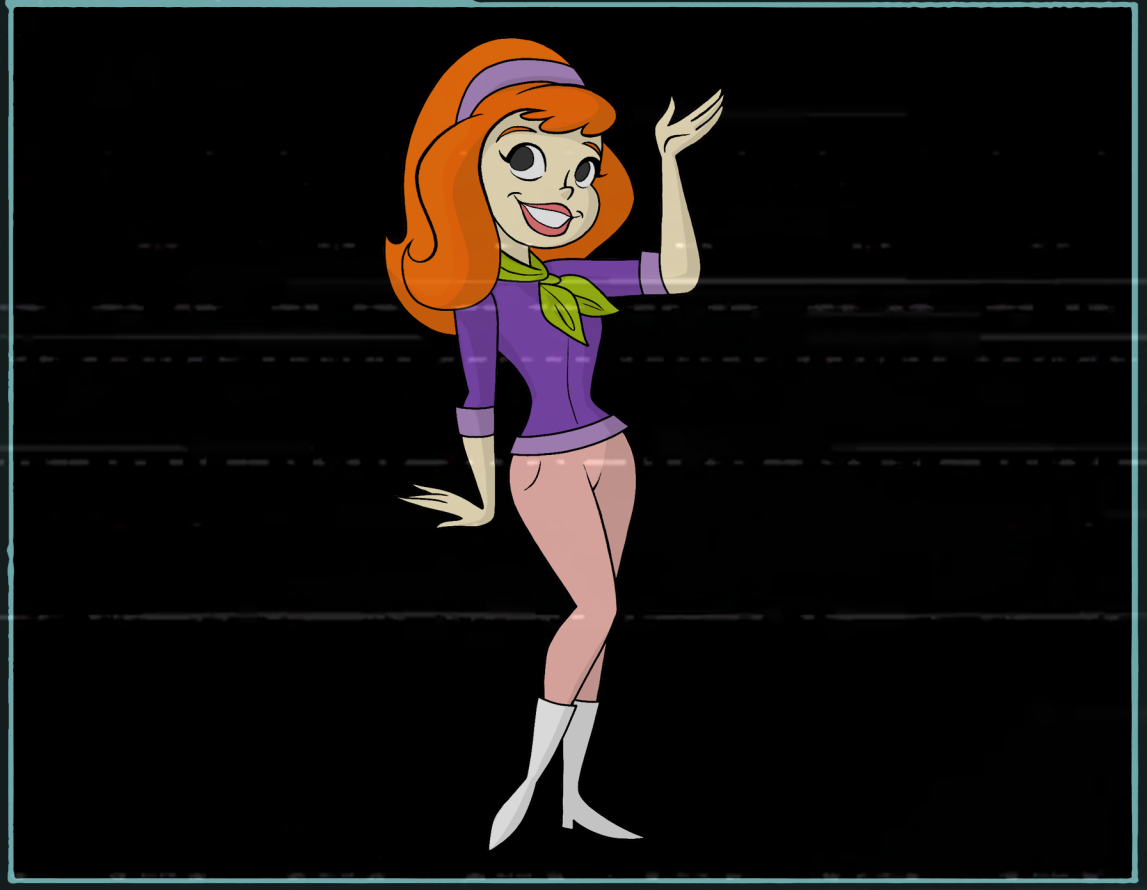
- ENJOYS 'DAD JOKES'
- FEAR OF TEETH
- NO DATING EXPERIENCE
- SAM SPADE FAN CLUB PRESIDENT
- GOLD SASH IN WING CHUN
- FORMER EAGLE SCOUT
- GEARHEAD
- 16 1/2" NECK SIZE
- BENCHES 220 POUNDS

Status: LIABILITY

Unlike past iterations, this Fred has a very special set of skills... the type you might expect of a video game character or action hero. Of course, that's only because this is a version of himself created in his own mind. And while he's capable of creating and doing anything in this imaginary world he's contained in, he still suffers from fears and flaws that make solving a mystery no walk in the park. Add to that the overwhelming stress and responsibility put on him by both Daphne and Ryma, and it's almost like he's still with the gang.

FILE #GRY001

CHARACTER DESIGN BY JOANNA DAVIDOVICH



Name:
DAPHNE BLAKE
Species:
HUMAN
Occupation:
PODCASTER

- LOVES ANIMALS
- AVID SCARF COLLECTOR
- GEOCACHER
- MUSICALLY TRAINED
- VOTED COOLSVILLE HIGH'S 'MOST LIKELY TO SUCCEED'
- THREE-TIME *MISS MYSTERY TEEN* PAGEANT WINNER
- BUBBLE BATH HEIRESS
- ALLERGIC TO SHELLFISH

Status: LIABILITY

"Reporter Daphne" is back! Although, rather than hosting her own television program, this investigative journalist runs a podcast, *DAPHNE BY DESIGN*, where she strives to uncover corruption and give a voice to the underdogs. Clearly, years of wealth and privilege have left her with a little bit of guilt, but rather than dwell on her past, this cheerful teen is making the Blake name honorable again. Keeping some of that quirky personality from *Be Cool, Scooby-Doo!* Daphne connects with the peppy Ryma and becomes instant besties.

FILE #KSM021

CHARACTER DESIGN BY JOANNA DAVIDOVICH

Name:
RYMA
Species:
VAN
Occupation:
TEEN TRANSPORT

- ENJOYS ACTING
- ALL-WHEEL DRIVE
- MEDITATION NOVICE
- NONBINARY
- BLUETOOTH COMPATIBLE
- REAR ENGINE
- ENDURO-SLAM 500 ENTRANT
- CALIFORNIA REGISTRATION
- PREVIOUS OWNER(S) UNKNOWN

Status: ASSET

Unlike the Herbies and Speed Buggies who have come before them, Ryma is still in a state of disbelief over their sudden sentience. Life as a vehicle was one thing, but life with thoughts, emotions and an appetite is a pretty major shock to the senses (which are new too!). Though Fred loves the Mystery Machine, he doesn't feel the same for Ryma who easily gets on his nerves by taking Daphne's side, practicing new hobbies or trying to make conversation at the worst times. Of course, Ryma's constant positivity & charm helps win him over at times.

LONG TIME FRED

An ancient being, known as the "Time Creeper," threatens SCARE's latest construction project by aging their building materials to dust. But while Fred seems eager to get this mystery solved in a hurry, Daphne joins a protest against the project and eventually becomes a suspect herself.

IN REALITY:

Trying to "think outside the box," Shaggy & Scooby put together an army of alarm clocks, in an attempt to awaken Fred.

CHILDREN SHOULDN'T PLAY WITH FRED THINGS

Practicing to join an improv troupe, Ryma's exercises only serve to frustrate Fred as they investigate a Balloon Man haunting one of SCARE's bases. With the villain seemingly targeting children by bringing balloon animals to life, Daphne volunteers Fred at the base's school to watch over the kids.

IN REALITY:

An excessive amount of "Get Well Soon" balloons arrive for Fred, which the gang struggles to find the space to store.

FRED MAN ON CAMPUS

Fred is forced to face his fear of teeth when SCARE sends the trio to Molar University to protect a dentist from the undead Dr. Decay. Finding the campus tricky to navigate, Ryma stumbles into a new student orientation and ends up auditing a few classes in an attempt to choose a major.

IN REALITY:

When the rest of the gang refuses, Scooby-Doo finds himself stuck having to brush Fred's teeth, which proves to be easier said than done.

IN REALITY:

Accompanied by a strange family friend, Daphne attempts to use the healing power of crystals to help awaken Fred.

Silent Knight, Fredly Night

The trio is asked to protect an important SCARE agent, and Blake family friend, who's being haunted by the Crystal Knight. Staying at his estate overnight, they quickly realize he's a pretty terrible person and, after he's kidnapped, question whether or not he's worth saving.

SEASON OVERVIEW

THE WALKING FRED

An investigation into a zombie mechanic at a SCARE sponsored classic car show leaves Daphne and Fred without transportation when Ryma gets overly self conscious and drives away. Making matters worse, their SCARE replacement vehicle is a truck that's less helpful, but significantly more annoying.

IN REALITY:

Outside Fred's hospital window, Scooby causes a bit of a traffic incident while trying to back the Mystery Machine out of its parking spot.

ISLE OF THE FRED

Ryma and Daphne are thrilled by the idea of a "tropical vacation" when SCARE sends them to an island paradise to track down a shark/octopus hybrid. Unfortunately, due to the sensitive nature of their mission, the trio must keep the locals from seeing the creature, giving them little time to relax.

IN REALITY:

Trying to lift everybody's spirits and give Fred a friend to keep him company, Shaggy and Scooby bring a pet goldfish to the hospital.

MISSION MYSTERY MACHINE

TWICE FRED

Things get overly "meta" when Fred has a very serious case of déjà vu while hunting down a runaway robot at a SCARE amusement park. With his brain flooded by glitches, the mystery takes an unusual turn as several of Fred's past acquaintances pop in, each acting highly suspicious.

IN REALITY:

Velma builds a robot to tap into Fred's brain, in an attempt to wake him up from the inside.

IN REALITY:

Shaggy and Scooby tune the room's television to the season finale of their favorite reality series, The Real Farmers of Orange Valley.

FREDLY HARVEST

A Carrot Demon attacks a SCARE farm site, where a new type of potato is being developed, and Daphne finds herself taking charge of the mystery as Fred and Ryma struggle to adapt to rural life. Realizing they've never eaten food before, Ryma feels very out of their element, and ignores everything to focus on picking what to eat first.

FRED MOUNTAINEER'S HOTEL

An anonymous call for help leads to the trio staying at a remote mountain lodge filled with odd guests and possibly haunted by aliens. In classic film noir style, Fred tries to get to the bottom of what seems to be his first non-SCARE mystery.

IN REALITY:

Snowed in with Fred, Velma decides to read him a bit of her favorite detective novel to pass the time.

IN REALITY:

Giving Fred a makeover to make him seem less sickly, Daphne quickly learns her hair dryer's on the fritz when it refuses to obey her commands.

FRED AIR

A SCARE airfield finds itself the target of a living tornado, so the trio are called in to investigate. While it seems pretty straight forward, Ryma makes solving the mystery a lot more challenging due to some engine trouble that causes a wide array of malfunctions.

THINGS TO DO IN DENVILLE WHEN YOU'RE FRED

Ryma gets a flat tire in the small town of Denville, which is in the midst of its annual Gelatin Festival. Unfortunately, the trio's unable to enjoy the event when a formless, gelatinous monster terrorizes the town.

IN REALITY:

Shaggy and Scooby struggle to resist eating Fred's cup of jello after Daphne chastises them both for eating his previous meals.

IN REALITY:

The phone in Fred's room starts ringing off the hook after Scooby mistakenly has the number put on a new Mystery, Inc. billboard.

FRED RINGERS

After running a story about a SCARE owned cell phone conglomerate on her podcast, Daphne feels incredibly awkward when they're asked to look into a Phantom Caller who has been threatening the company. Making matters worse, Ryma begins taking on various personalities due to the abundance of Bluetooth signals running through the building.

FUTURE

[redacted] vehicle [redacted] asset. [redacted] With a monster-of-the-week formula, this series could last longer than most in the franchise, as the possible mysteries play out in Fred's imagination and aren't restricted by the franchise's typical "reality." In terms of character development, Fred will gradually have a change of heart when it comes to turning Ryma back into an ordinary van, though the only element of his growth truly set in stone is the series finale where he makes the decision to let Ryma stay who they are, moments before waking up from his coma and returning to the rest of the gang in the hospital.

As an entirely new, but also classic character, the Mystery Machine (as Ryma), would be an ideal marketing asset, with remote control and/or talking toys an obvious direction the merchandising team could take. [redacted] crucial [redacted] special report [redacted] Mission [redacted] high-tech equipment [redacted] cover-up.